

WHAT IS CLAIMED IS:

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1. An object control method comprising the steps of:
generating a second object symbolizing a shadow of
a first object in a virtual space; and

5 controlling the second object independently of the
first object and a virtual light source.

2. The object control method according to claim 1,
further comprising the step of:

10 controlling at least one of a shape and a motion of
the second object independently of at least one of a shape
and a motion of the first object.

3. The object control method according to claim 1,
5 further comprising the step of:

when a third object is added to the first object, adding
a fourth object having a shape similar to the shape of the
third object and being different from the third object,
to the second object.

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4. The object control method according to claim 3,
further comprising the step of:

changing the shape of the second object with the
addition of the fourth object.

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5. The object control method according to claim 3,

further comprising the step of:

when the shape obtained by adding the third object to the first object is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

6. The object control method according to claim 1, further comprising the step of:

changing a parameter related to the second object depending on a parameter related to the first object.

7. The object control method according to claim 1, further comprising the step of:

deciding whether the second object is generated or not depending on a circumferential environment condition of the first object.

8. The object control method according to claim 1, further comprising the step of:

generating the second object at a predetermined timing.

9. The object control method according to claim 1, further comprising the step of:

generating the second object depending on a predetermined definitive instruction.

10. The object control method according to claim 1,
further comprising the step of:

controlling at least one of the shape and the motion
5 of the second object depending on a predetermined definitive
instruction or an indirect instruction.

11. The object control method according to claim 1,
further comprising the step of:

generating a predetermined message with generation
10 of the second object.

12. The object control method according to claim 1,
further comprising the step of:

5 self-motivatedly moving the second object.

13. The object control method according to claim 1,
further comprising the step of:

generating the first and second objects as
20 personalized virtual characters in a three-dimensional
virtual space.

14. A recording medium on which an object control
process program to be executed by a computer is recorded,
25 wherein the object control process program comprising the
steps of:

generating a second object symbolizing a shadow of a first object in a virtual space; and

controlling the second object independently of the first object and a virtual light source.

5 15. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

10 controlling at least one of a shape and a motion of the second object independently of at least one of a shape and a motion of the first object.

15 16. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

20 when a third object is added to the first object, adding a fourth object having a shape similar to the shape of the third object and being different from the third object, to the second object.

25 17. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 16, the object control process program further comprising the step of:

changing the shape of the second object with the

addition of the fourth object.

18. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 16, the object control process program further comprising the step of:

when the shape obtained by adding the third object to the first object is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

19. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

changing a parameter related to the second object depending on a parameter related to the first object.

20. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

deciding whether the second object is generated or not depending on a circumferential environment condition of the first object.

21. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

5 generating the second object at a predetermined timing.

22. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

10 generating the second object depending on a predetermined definitive instruction.

23. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

15 controlling at least one of the shape and the motion of the second object depending on a predetermined definitive instruction or an indirect instruction.

24. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

25 generating a predetermined message with generation

of the second object.

25. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

self-motivatedly moving the second object.

26. The recording medium on which an object control process program to be executed by a computer is recorded according to claim 14, the object control process program further comprising the step of:

generating the first and second objects as personalized virtual characters in a three-dimensional virtual space.

27. A program execution device for executing an object control process program, the object control process program comprising the steps of:

generating a second object symbolizing a shadow of a first object in a virtual space; and

controlling the second object independently of the first object and a virtual light source.

28. The program execution device for executing an object control process program according to claim 27, the

object control process program further comprising the step of:

controlling at least one of a shape and a motion of the second object independently of at least one of a shape and a motion of the first object.

29. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step of:

when a third object is added to the first object, adding a fourth object having a shape similar to the shape of the third object and being different from the third object, to the second object.

30. The program execution device for executing an object control process program according to claim 29, the object control process program further comprising the step of:

changing the shape of the second object with the addition of the fourth object.

31. The program execution device for executing an object control process program according to claim 29, the object control process program further comprising the step of:

when the shape obtained by adding the third object to the first object is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

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32. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step of:

changing a parameter related to the second object depending on a parameter related to the first object.

33. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step of:

deciding whether the second object is generated or not depending on a circumferential environment condition of the first object.

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34. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step of:

generating the second object at a predetermined timing.

35. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step
5 of:

generating the second object depending on a predetermined definitive instruction.

36. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step
10 of:

controlling at least one of the shape and the motion of the second object depending on a predetermined definitive instruction or an indirect instruction.
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37. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step
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generating a predetermined message with generation of the second object.

38. The program execution device for executing an object control process program according to claim 27, the object control process program further comprising the step
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of:

self-motivatedly moving the second object.

39. The program execution device for executing an
5 object control process program according to claim 27, the
object control process program further comprising the step
of:

generating the first and second objects as
personalized virtual characters in a three-dimensional
10 virtual space.

40. An object control process program to be executed
by a computer, comprising the steps of:

generating a second object symbolizing a shadow of
5 a first object in a virtual space; and

controlling the second object independently of the
first object and a virtual light source.